YUTONG (TONG) SONG

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SUMMARY

Design engineer and multidisciplinary designer with a strong background in industrial design, interactive media, and visual storytelling. Skilled in prototyping (Rhino, Figma, Photoshop), 3D modeling, and cross-disciplinary collaboration. Experienced in sustainable design, product design, and service design, with a focus on creating integrated design systems. Seeking opportunities to create impactful experiences across product, graphic, and environmental design.

EDUCATION

Brown University & Rhode Island School of Design (RISD), Providence, RI

Sept 2025 - May 2026

Master of Arts in Design Engineering

Hunan University, Changsha, China

Sept 2021 - Jun 2025

Bachelor of Engineering in Industrial Design, GPA: 3.88/4.0, Rank: 1/112

PROFESSIONAL EXPERIENCE

IKEA — Designer, Sustainable Furniture Series (Part-time)

May 2024 – Jul 2024

- Designed "+GREEN," a sustainable furniture series using repurposed IKEA materials and natural elements.
- Created key works, including a moss- and stone-framed circular mirror, eco-friendly side tables, and reimagined lighting pieces.
- Applied upcycling and human-centered design principles to inspire sustainable living and reconnect users with nature.

Nihon Kohden — UI/UX Design Intern (Medical Devices)

Jun 2023 – Sep 2023

- Conducted user research to understand pain points in medical device usage.
- Designed intuitive interfaces in Figma, building high-fidelity prototypes for testing.
- ◆ Led design reviews with R&D, engineering, and marketing; integrated feedback to refine usability.
- Improved workflow efficiency and user satisfaction through iterative testing and design improvements.

Hunan University — Research Lead (Human-Centered Design)

Apr 2023 – *Jul* 2023

- Directed research on the effects of cockpit illumination and color on passenger happiness and anxiety.
- Managed participant recruitment, experiment setup, and data collection.
- Conducted advanced statistical analysis (SPSSAU) to identify emotional impacts of lighting variables.
- ♦ Developed actionable recommendations to enhance passenger comfort and inform aircraft design strategies.

ACADEMIC RESEARCH

Impact of VR-based Virtual Naturopathy on Conventional Depression Treatment

Research Lead / Mar 2023 – Aug 2023

- Designed immersive VR naturopathy environments (forest, beach, mountain, lake) using Blender and Unity to study mental health impacts.
- Recruited and assessed participants with mild to moderate depressive symptoms using standardized psychological scales (QIDS-SR 16).
- ♦ Conducted statistical analysis (ANOVA, paired t-tests in SPSS), demonstrating VR-based naturopathy significantly reduced depressive symptoms.

EXTRACURRICULAR ACTIVITIES

Hunan University

Representative / Jul 2022 – Sept 2022

- Organized lectures and peer support sessions to help new students adjust to university life.
- Designed new student clothing and dormitory signage in collaboration with university administration and suppliers.
- Enhanced community belonging for incoming classes, receiving recognition for practical and stylish design solutions.

PROFESSIONAL SKILLS

Design & Prototyping: Figma, Photoshop, Illustrator, InDesign, Miro, Protopie

3D Modeling & Rendering: Rhino, KeyShot, Blender, SolidWorks

Interactive Media & Hardware Development: P5.js, TouchDesigner, Processing, Unity, Arduino

AI & Generative Tools: MidJourney, ChatGPT, Stable Diffusion, Runway, DALL·E **Video Editing**: Premiere Pro, CapCut Pro, After Effects, Final Cut Pro, DaVinci Resolve

Research & Data Analysis: SPSS, Excel, NVivo, Tableau

HONORS AND AWARDS

- ♦ National Scholarship (2021–2024, Ministry of Education of China)
- ♦ Milan Design Week China College Design Exhibition 1st Prize (2024, Hunan Division)
- ♦ Future Designer National College Digital Art Competition 1st Prize (2023)
- ♦ FA International Frontier Innovative Art Design Competition Silver Award (2023)
- ♦ Hong Kong Contemporary Design Awards Bronze Award (2023)